OFFENSIVE PLAYBOOK

LEGEND

INDICATES BALL CARRIER ON RUN, OR KICKER

INDICATES RUN FAKE

INDICATES MOTION, PITCHOUT, OR PASS

INDICATES RUN BLOCK

INDICATES PASS BLOCK

INDICATES PASS ROUTE

HOW TO READ PLAY NAMES

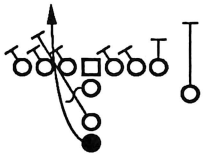
Special team play names are self-explanatory. For other play names, the first letter describes the formation and the remaining letters describe the type of play.

Formations

I	Goal Line	I formation with two tight ends
G	Goal Line	2 tight ends
F	Far	Halfback to weak side
N	Near	Halfback near tight end on strong side
P	Full	Also typically called a "pro" set
E	East	Also known as a "slot" formation
S	Shotgun	3 wide receivers and FB
T	Triple	3 wide receivers to strong side, and HB
4	Four Wide Receivers	Out of a shotgun with one HB or FB

Continued on back cover

11



I H15 LEAD

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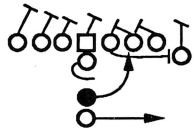

I F66 ODD

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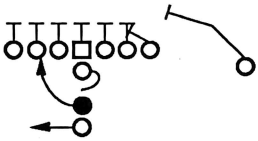

I F61 MAN

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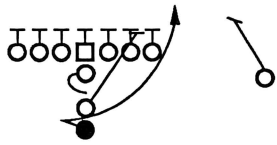

I H18 BOB

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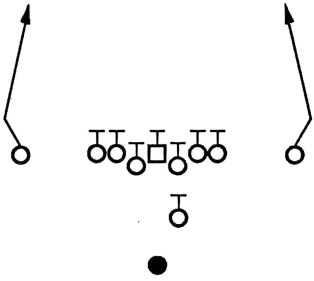

PUNT

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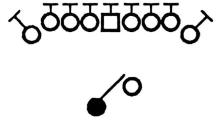

FIELD GOAL

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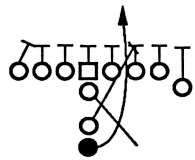

I H16 LEAD

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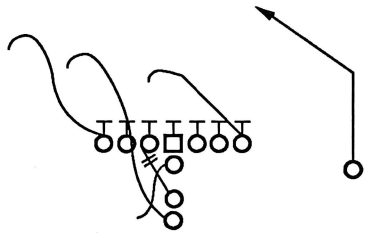

I P61 PASS

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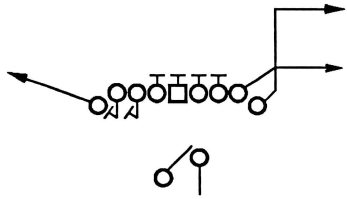


FAKE FG

OFFENSE

RUNS (AND PLAY ACTION PASSES) SPECIAL TEAMS

GOAL LINE I FORMATION

OFFENSE 10

Plays 11-16, 21-29, and 31-39 use two tight ends and are for goal line and tough short yardage situations.

Each play action pass is a fake of one of the running plays out of the same formation.

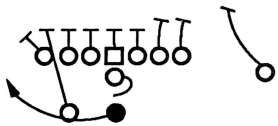
When a run is a must, I would come in with three tight ends. They're going to have big guys in there, so I want my big guys. The I formation gives you a lead blocker who can go either way, and utilizes a great running back if you have one.

Consistency is the main thing you look for in a punter, hang time is next. Both come before distance.

I want someone who is automatic on the extra point, rather than someone who can make a 50 or 60 yard field goal.

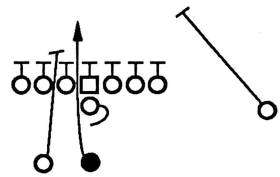
There's too much that can get screwed up on trick plays. I hate 'em.

21



G F69 BOOM

22



G F51 MAN

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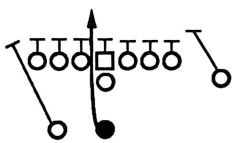

G F61 MAN

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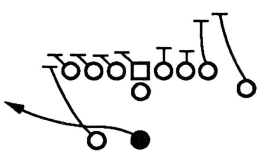
G F54 CNTR

27



G F69 SWEEP

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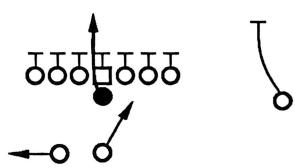

G QB SNEAK

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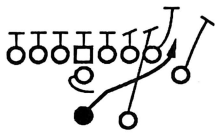
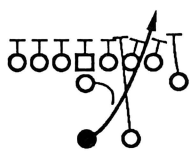


G F68 BOOM

26



G F64 LEAD

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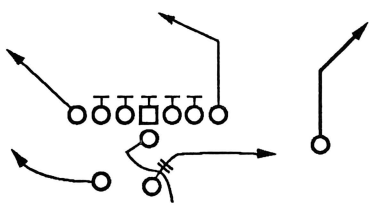


G P54 PASS

OFFENSE

GOAL LINE FULLBACK RUNS (AND PLAY ACTION)

GOAL LINE FORMATION

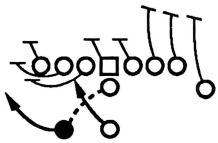
OFFENSE 20

The Far formation is especially useful for HB sweeps to the strong side and quick-opening FB runs to the weak side with the HB lead blocking.

In my offense, straight ahead man-to-man drive blocking is the key to successful running. The basis of all football is winning the one on one battle and creating movement. When our team can do that, everything else is relatively easy.

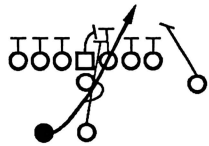
Your own goal line to the five is our "Get Out of Trouble" area. Use conservative, basic, standard quick-hitting plays with an extra tight end for blocking. Your main job is to make sure the punter has his usual l5 yards on 4th down.

31



G H39 TOSS

32



G H10 LEAD

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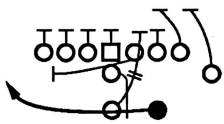


G H59 CNTR

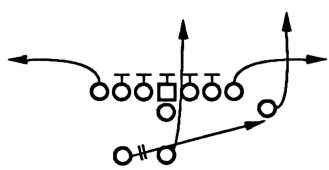
35

G H40 ICE

37

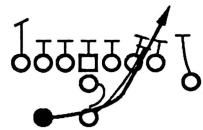
G H13 BILL

38



G P14 PASS

33



G H14 LEAD

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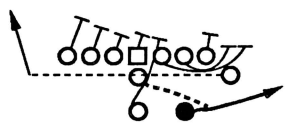

G H38 TOSS

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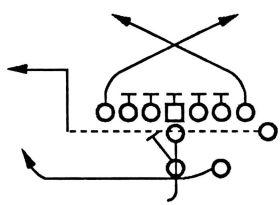


G XY CROSS

OFFENSE

GOAL LINE HALFBACK RUNS (AND PLAY ACTION)

GOAL LINE FORMATION

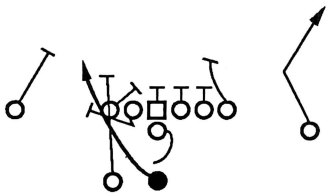
OFFENSE 30

Plays 36 and 39 send the upback in motion.

The advantage of a two tight end formation is that you can run away from the strong safety, toward the free safety, who's usually not as good a tackler. Or if they substitute a linebacker, you can run at the strong safety.

Inside the five, you are in the "goal line" area. On first down, or with less than two yards to go, substitute two extra tight ends and maybe a short yardage runner. Use straight ahead runs with lead blocking and play action passes with your ends crossing, or with "pick" plays.

41

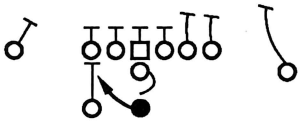


F F63 HOE

42

F F61 MAN

44



F F69 BOOM

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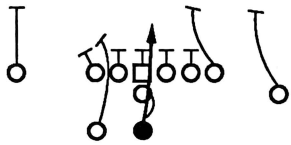

F F51 MAN

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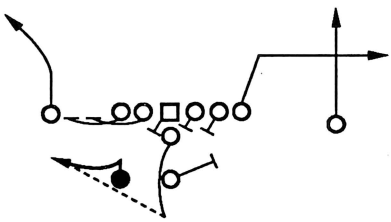

F SCREEN L

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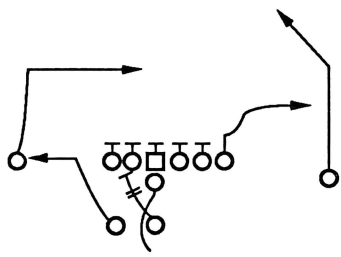
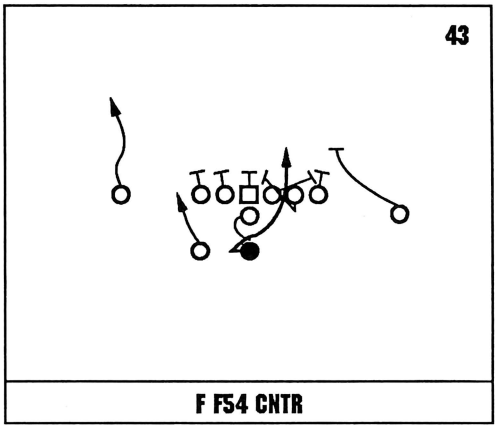
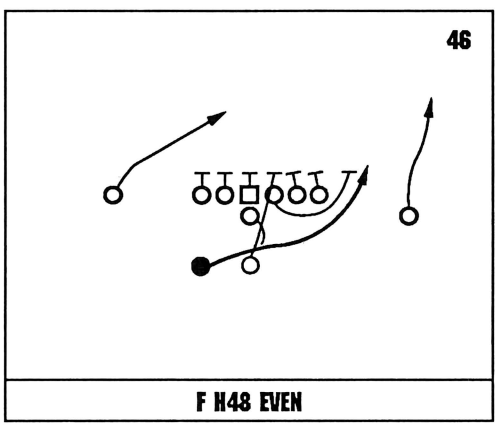


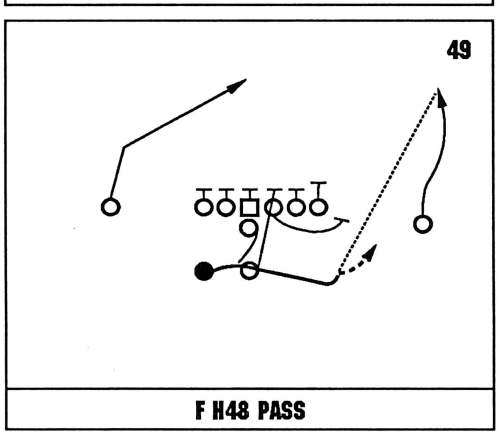
F P63 PASS



F F54 CNTR



F H48 EVEN



F H48 PASS

OFFENSE

RUNS (AND PLAY ACTION)

FAR FORMATION

OFFENSE 40

Select pass plays and receivers based on personnel matchups and the depth of the patterns you need for a first down.

Play 49 is a halfback pass option off a fake of play 46.

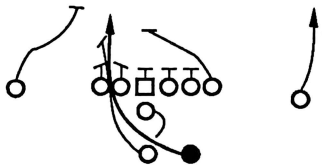
Each man must carry out his individual assignment positively in order for the offense to function as a team.

Any gambling or hunch playing by an individual can only lead to a breakdown of the team, and cause a fumble, interception, or possibly a score by the defense.

51

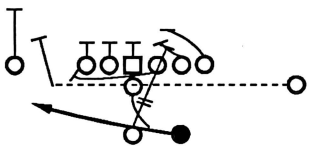
N H19 MANO

52



N H13 BILL

54



N H59 CNTR

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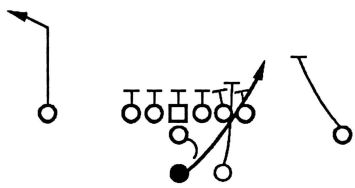

N F64 LEAD

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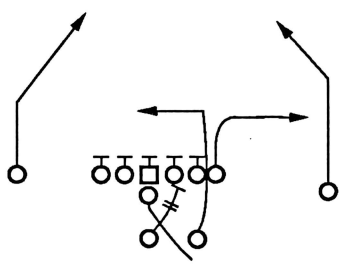

N P64 PASS

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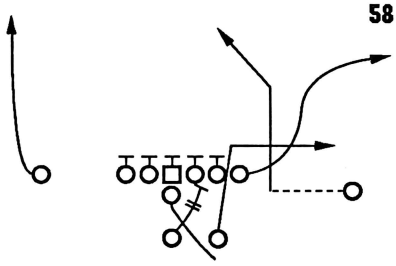


N P68 PASS

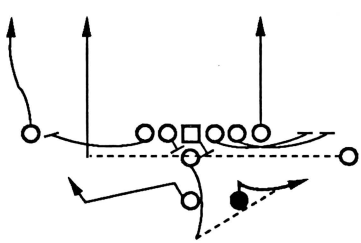
53

N F68 LEAD

56

N H38 TOSS

59



N SCREEN R

OFFENSE

RUNS (AND PLAY ACTION)

NEAR FORMATION

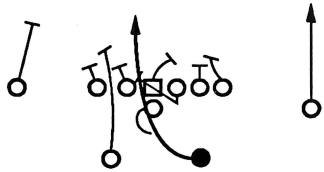
OFFENSE 50

The Near formation is useful for off tackle and misdirection plays by the HB to the weak side and FB off tackle plays to the strong side. Play 59 is a double screen pass with receivers going to both sides.

Once we establish that our line can get movement and we can run the ball to our big fullback behind big blockers, we can run the same play with the halfback. Because he is faster, he has more success cutting outside.

Once you reach their twenty, you are in "scoring range". Expect blitzes, to back you out of field goal range, and man to man coverage, because the field is shorter. Don't experiment. Use your best five passes against man to man coverage, and your best four or five runs. Consistently scoring from inside the twenty separates the best teams.

61



P F31 TRAP

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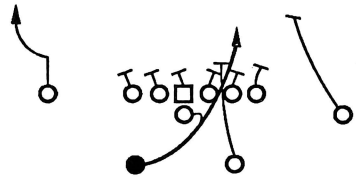

P H14 LEAD

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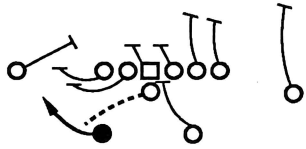

P H39 TOSS

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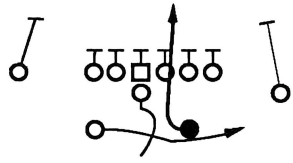

P F42 MAN

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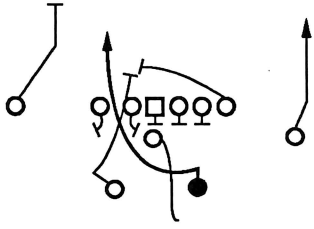

P FB DRAW

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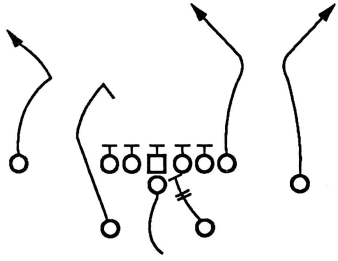
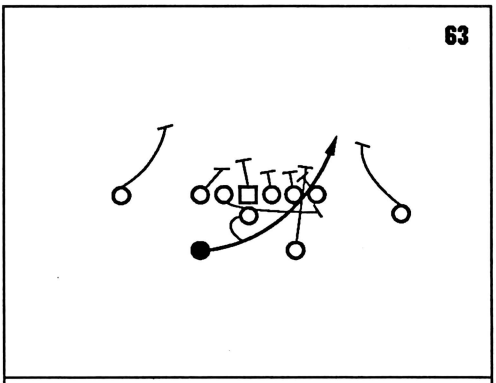
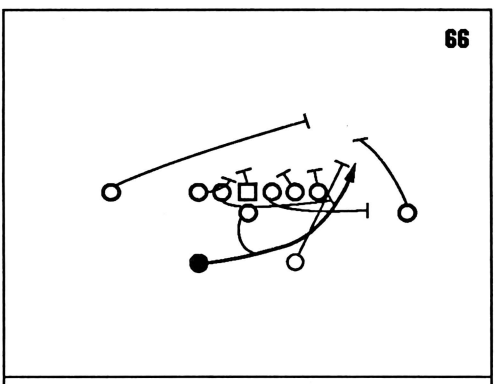


P P42 PASS



P H16 BOB



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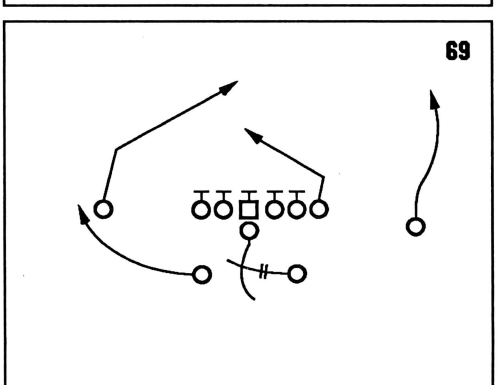


P P31 PASS

OFFENSE

RUNS (AND PLAY ACTION)

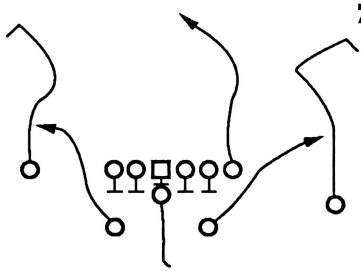
FULL ("PRO") FORMATION

OFFENSE 60

The Full, or Pro formation is the classic alignment with running backs split and lined up behind the tackles. Good for passes and HB off tackle and sweep plays to the strong side.

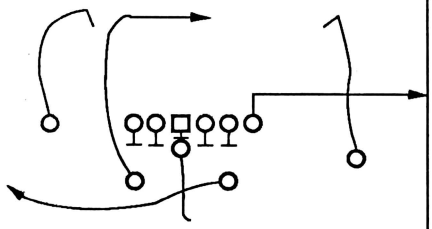
When you call a draw play, you want to catch the defense dropping off. You can set up a draw play to beat the blitz, but you have to guess which linebacker is coming. Otherwise you want to see seven, eight guys dropping off, and those outside pass rushers taking big loops to the outside. Then you hope a linebacker turns his back. But I don't like it. I think a draw play is usually a give-up play.

71



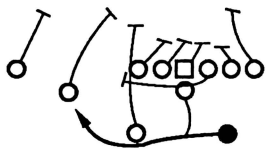
P COMEBACK

72



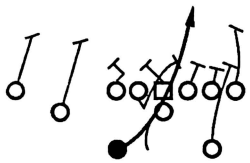
P TURN IN

74



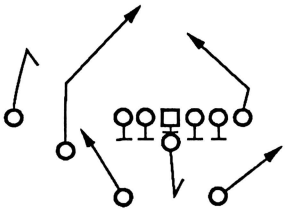
E F19 BILL

75



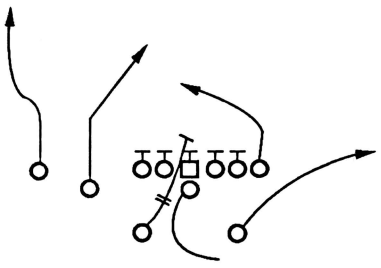
E H30 LOG

77

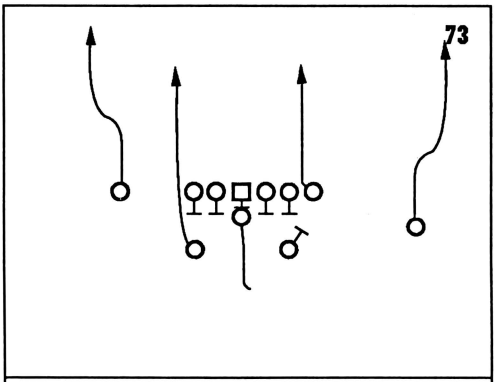


E QUICK

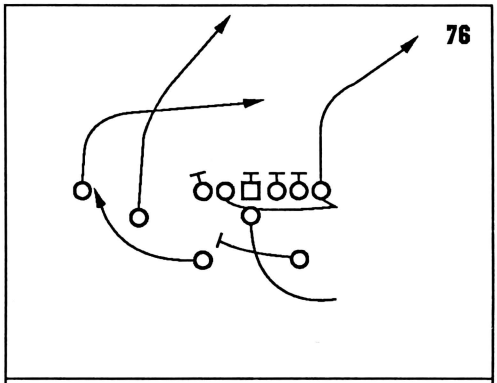
78



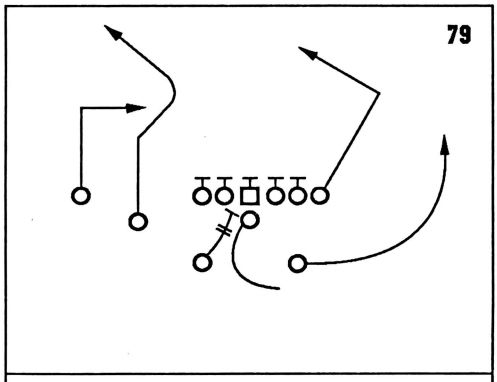
E P30 PASS



P STREAKS



E WAGGLE



E PA WHEEL

OFFENSE

PASSES
RUNS AND PASSES

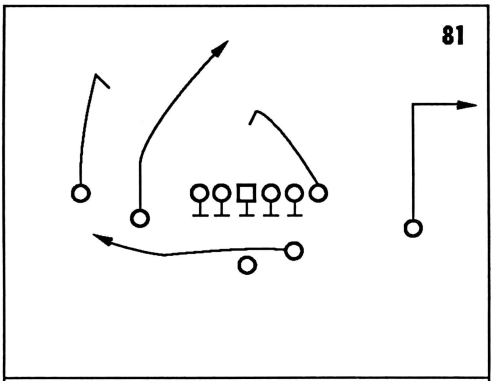
FULL ("PRO") FORMATION
EAST FORMATION

OFFENSE 70

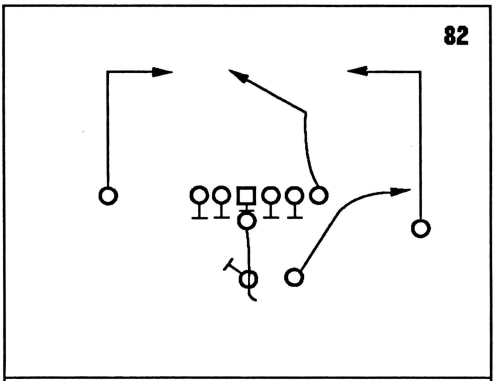
Plays 71-73 are Full formation drop-back passes. Plays 74-79 use the East formation with the FL in the slot on the weak side. This formation can weaken run defense or force single coverage on the strong side for the TE and FB.

The fundamental pass patterns are 15 yard medium range routes, including outs, ins and hooks. A team cannot do anything defensively that would take away all three of those patterns.

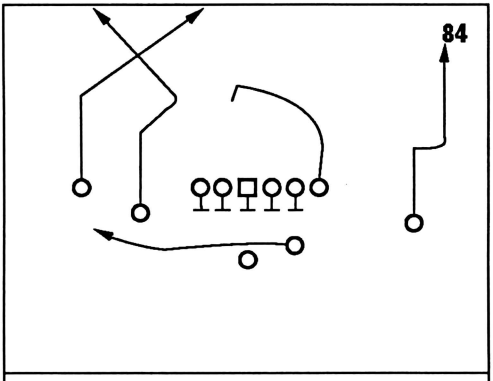
Play action is popular and getting bigger all the time. You want to fake your best pass and throw your best pass. Get the linebacker to sell out to the run and then throw into his area.



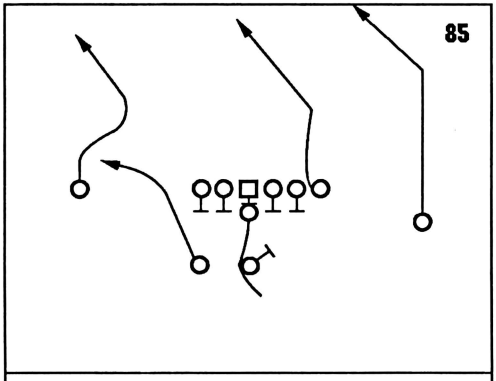
S FLOOD L



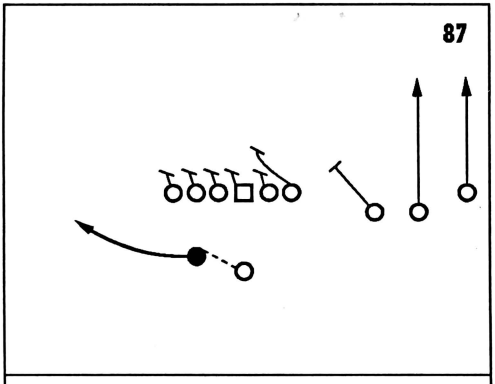
N DEEP IN



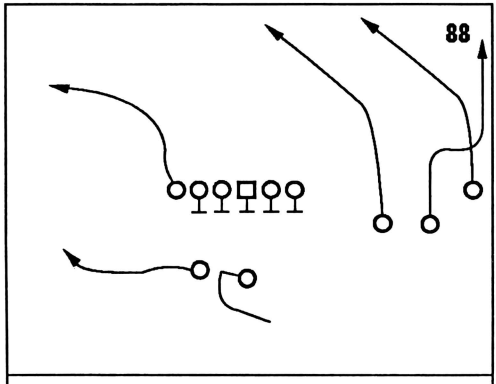
S CROSS UP



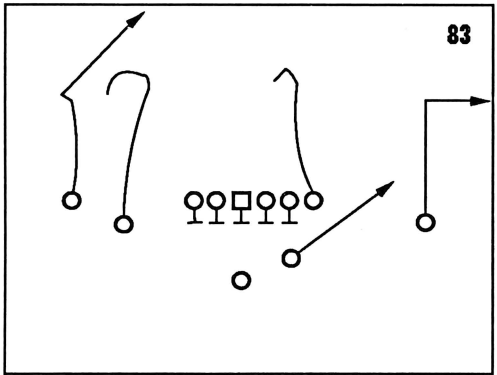
F FLAGPOST



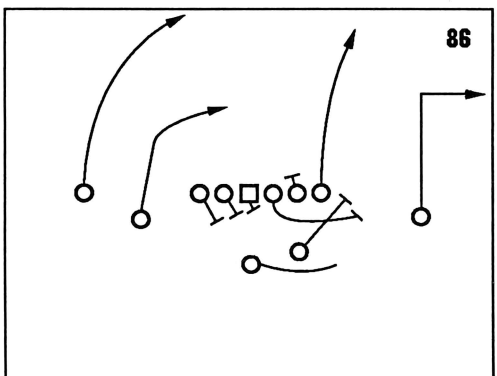
T H39 TOSS



T P39 PASS



S POST OUT



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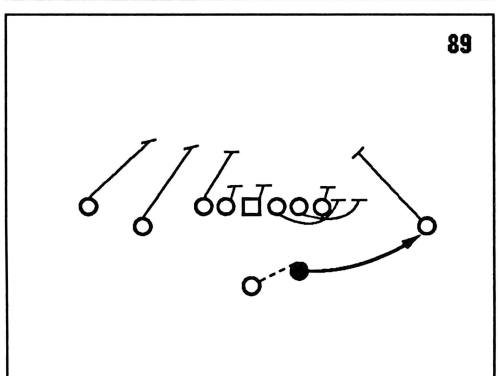


S F38 TOSS

OFFENSE

PASSES (AND FAKE PASSES)

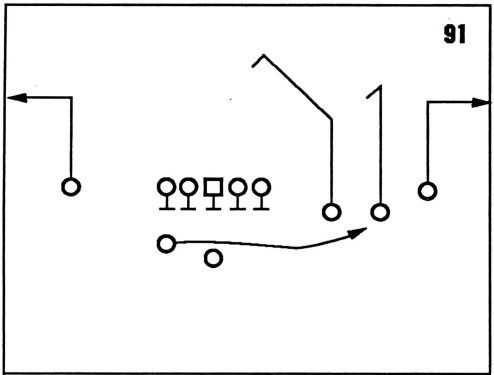
SHOTGUN, TRIPLE, AND OTHER

OFFENSE 80

Plays 82 and 85 are drop-back passes and the rest of the plays put the QB in a shotgun alignment. The shotgun gives the QB more time to find a receiver but is less deceptive since the defense will expect a pass. Surprise the defense with a toss out of the shotgun, play 87 or play 89.

If the defense is looking for a pass on third and l0, you can usually have success by running, but not ll yard success. A lot of times you'll get 7 yards. Usually if you DO get it, someone just missed a tackle. You don't want to depend on that.

You need an experienced QB who will look deep first and then come back in. Don't tell the receivers who's a primary receiver. There should be no such thing. In all our medium pass routes, we want to spread the five receivers an equal distance across the field. Then all the QB has to do is play keep away.



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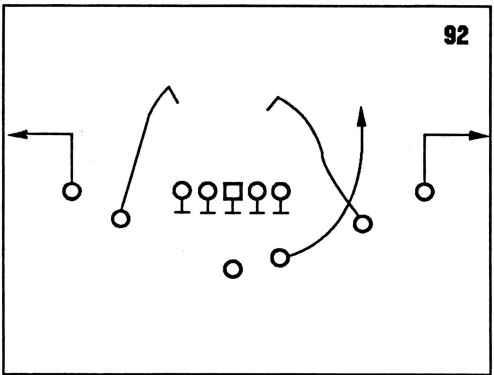
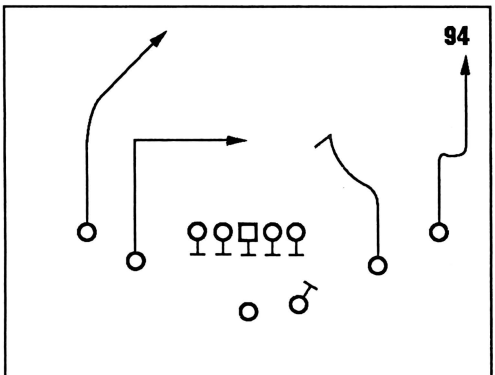


4 QUIKOUTS



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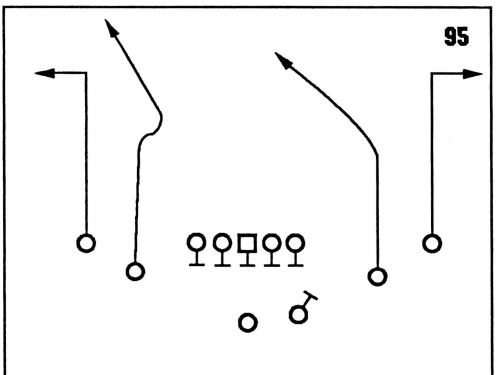

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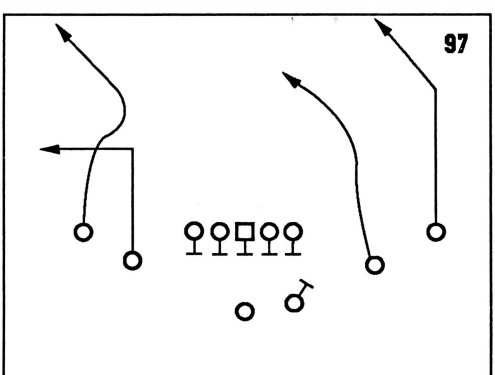

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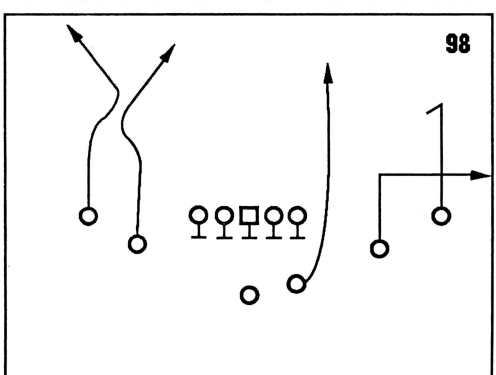
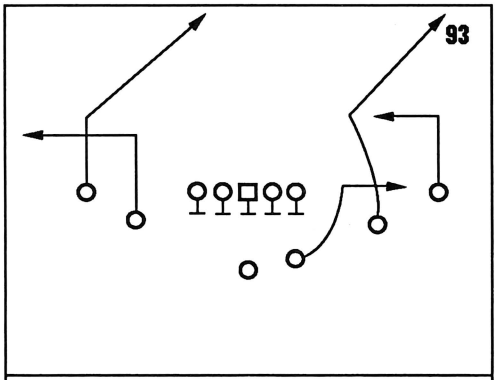
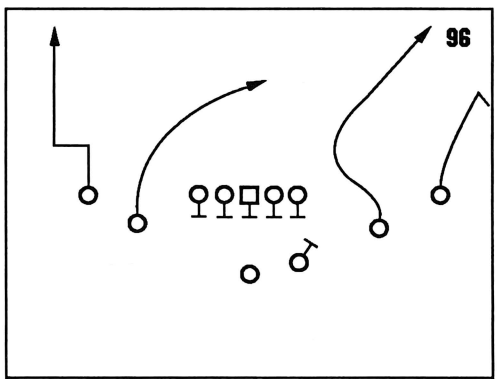


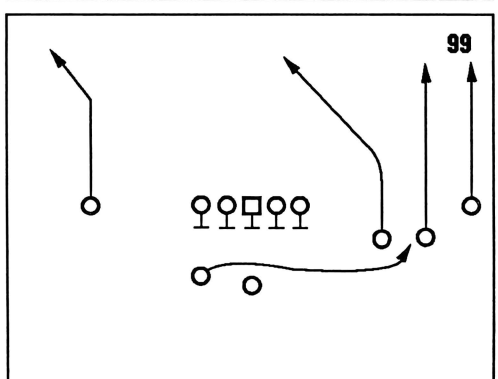
4 F CIRCLE



4 POST IN



4 UP HOOK



4 HAILMARY

OFFENSE

PASSES

FOUR WIDE RECEIVERS

OFFENSE 90

Plays 91-99 are all passes using 4 wide receivers. Useful when you must throw the ball. You can create a mismatch if your opponent does not go to a dime defense to get enough defensive backs on the field.

For shotgun alignments, the single running back is the HB if lined up on the weak side and the FB if lined up on the strong side.

You don't make a living with short passes. I think short passing is something you do just once in awhile. The ideal thing is to catch them playing way off your speed guy, your deep threat. Then I want to be able to pop a little something quick, and let him run with it because he's my darter.

You always want a speed guy and a possession guy at wide receivers, and a combination and a speed guy in the backfield. If you don't have a burner out there, you're not going to stretch the D. You want his corner to have to play l5 yards off the line just to keep up.

Running Plays (Example: I HI5 LEAD)
The second letter in the name is the runner, either H for halfback, F for fullback, or Q for the quarterback sneak play. This is followed by a two digit number which indicates the series number for this type of run. Typically, the first number is the type of run action and the second number is the hole that the runner will go through. Odd numbers are to the left, or weak side; even numbers are to the right, or strong side. The higher the number, the farther outside the run will go.

The remaining letters indicate a type of block or run action:

BILL	FB or HB blocks the defender in the tackle/end gap
BOB	Fullback blocks in on the end man on the line
BOOM	Halfback blocks outside linebacker away from TE
CNTR	Counter play fakes run one direction, goes another
EVEN	Near guard pulls, center fills the hole
HOE	Fullback and center double team middle linebacker
ICE	Fullback blocks defensive tackle
LEAD	Lead block by a running back
LOG	Guard and center cross block
MAN	Straight ahead man-on-man run blocking
ODD	Near guard pulls, tackle blocks down to fill hole
TOSS	Outside run with quick pitch to lead back
TRAP	Misdirection fakes defender who is then trap blocked
SWEEP	Classic outside running play with pulling guards

Play Action Passes (Example: I P61 PASS)
A "P" replaces the runner's designation in the second character space, followed by the number of the run action that is faked prior to the pass. For example, P61 PASS would fake an F61 MAN running play.

Regular Passing Plays (Example: S POST OUT)
Regular passing plays just have a word or two which either describes the type of play (i.e., waggle or flood or screen) or which denotes the patterns which will be run by the X (split end) and Z (flanker) receivers.